

5. Click OK.

Flash adds the symbol to the Library. The object on the Stage becomes an instance of the symbol. The selection highlight no longer appears directly over the graphic itself but on the object's bounding box, and a crosshair indicating the center of the symbol appears within the box (**Figure 6.16**). You can no longer edit the object directly on the Stage—you must open it in symbol-editing mode.

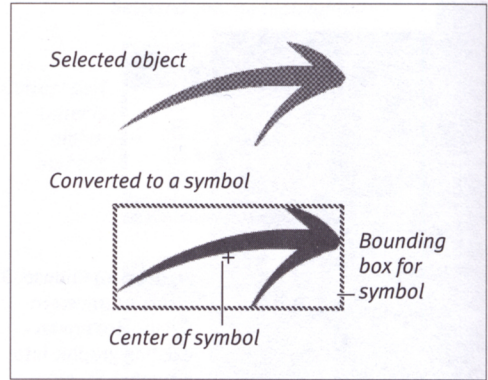


Figure 6.16 A selected graphic object on the Stage is highlighted with a texture. When you convert the graphic to a symbol, the bounding box is the only item that gets highlighted. A crosshair indicates where the symbol's center is.